

Claim Amendments

1. (Currently amended)

A gaming display for use in a gaming apparatus with a sports theme, comprising:
a plurality of independently and randomly selected symbols disposed in a rectangular
positional array of four rows and four columns of windows;
~~each said symbol of said plurality~~ said plurality of symbols all being directly related to a
single predetermined sport and each individual symbol relating to an action in the
predetermined sport; and
each said action represented by a symbol having a prioritized significance within the
sport;
a plurality of individually selectable paylines respectively intersecting four rows, four
columns and two diagonals of four symbols displayed in the windows of said
array, whereby the outcome of a gaming sequence using said display is a
function of the symbols displayed along a selected one or more of said paylines;
and
the probability of an outcome of a gaming sequence using said display being dependent
upon the prioritized significance of the symbols.

2. (Currently amended)

A gaming apparatus having a sports theme, comprising:
a housing having a front operable surface with a visual display region thereon;
said visual display region including a plurality of windows, each window displaying one
of a plurality of independently and randomly selected symbols;

~~each said symbol of said plurality~~ said plurality of symbols all being directly related to a single predetermined sport and each individual symbol relating to an action in the predetermined sport;

each said action represented by a symbol having a prioritized significance within the sport;

said windows disposed in a rectangular positional array of four rows and four columns;
a plurality of paylines, each payline defined by a line intersecting four adjacent elements in a single row, column or diagonal on the array;

means on the housing for causing all of the symbols in the array to be randomly selected and displayed as part of a gaming sequence; and

means for identifying and generating a payout at the conclusion of a gaming sequence upon the display of predetermined symbols along at least one predetermined payline, the in an amount related directly to the prioritized significance of the symbols.

.3. (Original)

The gaming apparatus of claim 2, wherein said housing further includes first, second and third display regions on the operating surface thereof, each said display region including means for displaying a round of a predetermined table game thereon.

4. (Currently amended)

A method of playing a gaming apparatus of the type having a housing with a front operable surface and a visual display region thereon, said visual display region including a plurality of windows, each window displaying one of a plurality of independently and randomly selected symbols, said plurality of symbols all being directly related to a single predetermined sport and each individual symbol relating to an

action in the predetermined sport, each said action represented by a symbol having a prioritized significance within the sport, said windows disposed in a rectangular positional array of four rows and four columns; comprising the steps of:

providing a plurality of paylines on said visual display region, each payline defined by a line intersecting four adjacent elements in a single row, column or diagonal on the array;

providing means on the housing for causing all of the symbols in the array to be randomly selected and displayed as part of a gaming sequence;

a patron placing a bet on one or more paylines;

the patron operating the means for causing the symbols to be randomly selected, after placing the bet; and

identifying winning and losing bets at the conclusion of a gaming sequence upon the display of predetermined symbols along the paylines for which a bet was placed;

identifying the amount of the payout for any winning bet, said payout amount related to the prioritized significance of the particular symbols displayed in the winning paylines; and

generating a payout in the event a winning bet was placed by the patron.

5. (Original)

The method of claim 4, further comprising the step of enabling the gaming apparatus to play a bonus round of a gaming sequence in the event that a patron selects a predetermined payline, bets a predetermined amount of money on the payline, and receives a predetermined arrangement of predetermined symbols along the predetermined payline.

6. (Original)

The method of claim 5, wherein the bonus round is a single play of one of three predetermined table games.